DYNACOMP

MONARCH

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MONARCH is written in Atari BASIC. CLOAD and RUN the program from cassette
or RUN"D:MONARCH" from diskette.

The rules to MONARCH are included in the program. This documentation is a
guide to help you get started. You will do most of your learning through
experience, trial and error.

The initial display will ask you how many times you have played the game.
Do not type 1000. This is used to restart a game previously played but not
finished. More information on this will be found near the end of this
documentation. Always press the RETURN key after typing input to this program.

Type the number 0 and press the RETURN key. Read the rules on the screen
carefully. In the future, you may type any number from 0 to 1000 to this
question. There are three levels of play. It is recommended that you go on
to the more difficult levels only after you successfully complete an 8 year
term of office. Typing 0 or 1 will give you the easiest version. Typing 2
or 3 will give you the average version. Typing any number from 4 to 999 will
give you the most difficult version.

After reading the rules, press any key to start the simulation. The information
at the top of the screen will be updated constantly to give you up to the minute
information on the status of your nation. Teletype messages will be displayed
so that you can run your country right from your castle. Your response to these
questions will determine your success or failure as a monarch. Don't be afraid
to take logical guesses. This is the only way to learn. If you type in an
impossible number, your computer will tell you what you did wrong and you will
then get another chance to answer the question.

The first question will be HOW MANY SQUARE MILES DO YOU WISH TO SELL TO INDUSTRY?
Here is a hint: be moderate. You have 2000 square miles of land but only 1000
can be planted or sold. The other 1000 square miles is forest land where your
countrypersons live. You cannot sell it or plant it. The more land you sell, the
more money you make from the sale. The sale of land will also bring in foreign
workers which will enhance the money you make from tourist trade. Sounds too good
to be true doesn't it? Well, there are also drawbacks to selling land. Industry
causes pollution. If the number of foreign workers exceed the number of country-
persons, that could mean trouble. Beware! Now type in some number of square miles
to sell and press the RETURN key.

The next question is HOW MANY RALLODS TO DISTRIBUTE TO YOUR COUNTRYPERSONS?
Remember that they need 100 rallods per year to survive. Any less and some will
starve. There may be bad times when you simply don't have enough money to go

*Atari version by Jerry White, Levittown, New York

around. If a few people starve, you can still get through your term. If too
many starve, the rest may revolt. If you can afford it, take the number of
countrypersons and add two zeroes. Type this amount and press RETURN.

The next question is HOW MANY SQUARE MILES TO PLANT? You will get income from
the crops but don't plant more than your countrypersons can harvest. Again,
remember that you cannot plant that 1000 square miles of forest land. Type in
a number and press the RETURN key.

The last question you will be faced with each year is HOW MUCH TO SPEND ON
POLLUTION CONTROL? Remember that industry causes pollution. The more industry
the more pollution. Pollution can cause serious problems. Type in a number and
press the RETURN key. The results of the year will now come in on your teletype

After all the results are in, press the START key to go on to the next year or
press the OPTION key to quit for now and continue later. If you choose the
RESTART option, write down the information that will be displayed on the screen.
When you want to restart the game later, type 1000 to the question of HOW MANY
TIMES YOU HAVE PLAYED THE GAME. Then give the required information and you can
pick up where you left off. This will come in handy if you are in the middle of
a game and have to leave for some reason.

One last bit of information you may want concerns the blinking cursor. When you
finish running MONARCH and then run another program, you may find that the curso
and all inverse video are blinking. There is a routine in this program that
causes this to happen until the computer is shut off or the system RESET key is
pressed.

We hope you will enjoy this simulation. Don't be discouraged if you don't get
through your 8 year term on the first few tries. Ruling a country isn't easy.
You will learn by your mistakes and hopefully get a few laughs at the messages
that appear due to your failures.

Good luck and have fun...